



AMG-13

HLA Rules

17 July 1996



Rule 1

Version 0.1

Federations must have an HLA Object Model (a federation object model or FOM), documented using the HLA OMT.

Draft Version 1.0

Federations shall have an HLA Federation Object Model (FOM), documented in accordance with the HLA Object Model Template (OMT).



Rule 2

Version 0.1

In a federation, all object representation (ownership or reflection) occurs in the Federates, not in the runtime infrastructure (RTI).

Draft Version 1.0

In a federation, all object representation shall be in the Federates, not in the runtime infrastructure (RTI).



Rule 3

Version 0.1

During a federation execution, data exchange (attribute values and interactions) among instances of objects defined in the FOM represented (owned or reflected) in different federates occurs via the RTI.

Draft Version 1.0

During a federation execution, all exchange of FOM data among federates occurs via the RTI.



Rule 4

Version 0.1

During a federation execution, federates must interact with the runtime infrastructure (RTI) in accordance with the HLA interface specification.

Draft Version 1.0

During a federation execution, federates shall interact with the runtime infrastructure (RTI) in accordance with the HLA interface specification.



Rule 5

Version 0.1

During a federation execution, an attribute of an instance of an object can be owned by only one federate at any given time.

Draft Version 1.0

During a federation execution, an attribute of an instance of an object shall be owned by only one federate at any given time.



Rule 6

Version 0.1

Federates must have an HLA Simulation Object Model (SOM) documented using the HLA OMT.

Draft Version 1.0

Federates shall have an HLA Simulation Object Model (SOM) documented in accordance with the HLA Object Model Template (OMT).



Rule 7

Version 0.1

Federates must be able to publish/reflect any attributes of objects in their SOM and exercise SOM object interactions externally.

Draft Version 1.0

Federates shall be able to update and/or reflect any attributes of objects in their SOM and send and/or receive SOM object interactions externally, as specified in their SOM.



Rule 8

Version 0.1

Federates must be able to own or reflect attributes and to transfer/accept ownership of attributes dynamically during a federation execution, as specified in their SOM.

Draft Version 1.0

Federates shall be able to transfer and/or accept ownership of attributes dynamically during a federation execution, as specified in their SOM.



Rule 9

Version 0.1

Federates must be able to vary the conditions under which they provide updates of public attributes of objects according to their SOM.

Draft Version 1.0

Federates shall be able to vary the conditions under which they provide updates of attributes of objects as specified in their SOM.



Rule 10

Version 0.1

Federates must be able to manage local time in a way which will allow them to coordinate data exchange with other members of a federation in accordance with time management services.

Draft Version 1.0

Federates shall be able to manage local time in a way which will allow them to coordinate data exchange with other members of a federation.